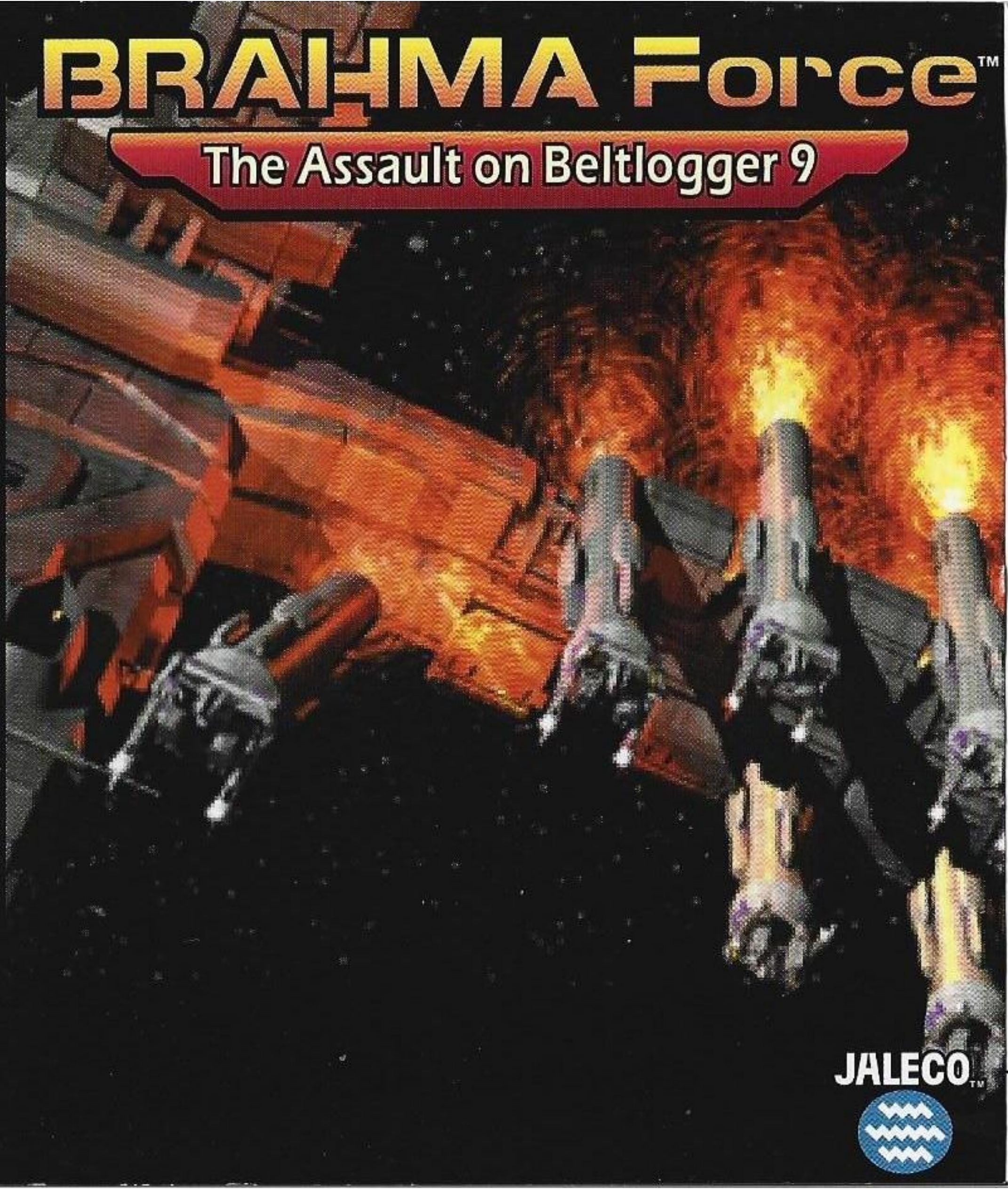
PlayStation™

NTSC U/C

PlayStation™

BRAHMA Force™

The Assault on Beltlogger 9



KIDS TO ADULTS

CONTENT RATED BY ESRB

SLUS-00444
50006

JALECO™

HANDLING YOUR PLAYSTATION DISC:

- The PlayStation disc is intended for use exclusively with the PlayStation™.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the PlayStation compact disc.
- Keep your PlayStation compact disc clean. Always hold the edges and keep it in its case when not in use. Clean with a lint-free, soft dry cloth-wiping in straight lines from center to edge. Never use solvents or abrasive cleaners.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

STILL PICTURES OR IMAGES MAY CAUSE PERMANENT PICTURE-TUBE DAMAGE OR MARK THE PHOSPHOR OF THE CRT. AVOID REPEATED OR EXTENDED USE OF VIDEO GAMES ON LARGE-SCREEN PROJECTION TELEVISIONS.

WARNING: READ BEFORE USING YOUR PLAYSTATION GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game- dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions- IMMEDIATELY discontinue use and consult your physician before resuming play.

This product has been rated by the Entertainment Software Ratings Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1 (800) 771-3772.

TABLE OF CONTENTS

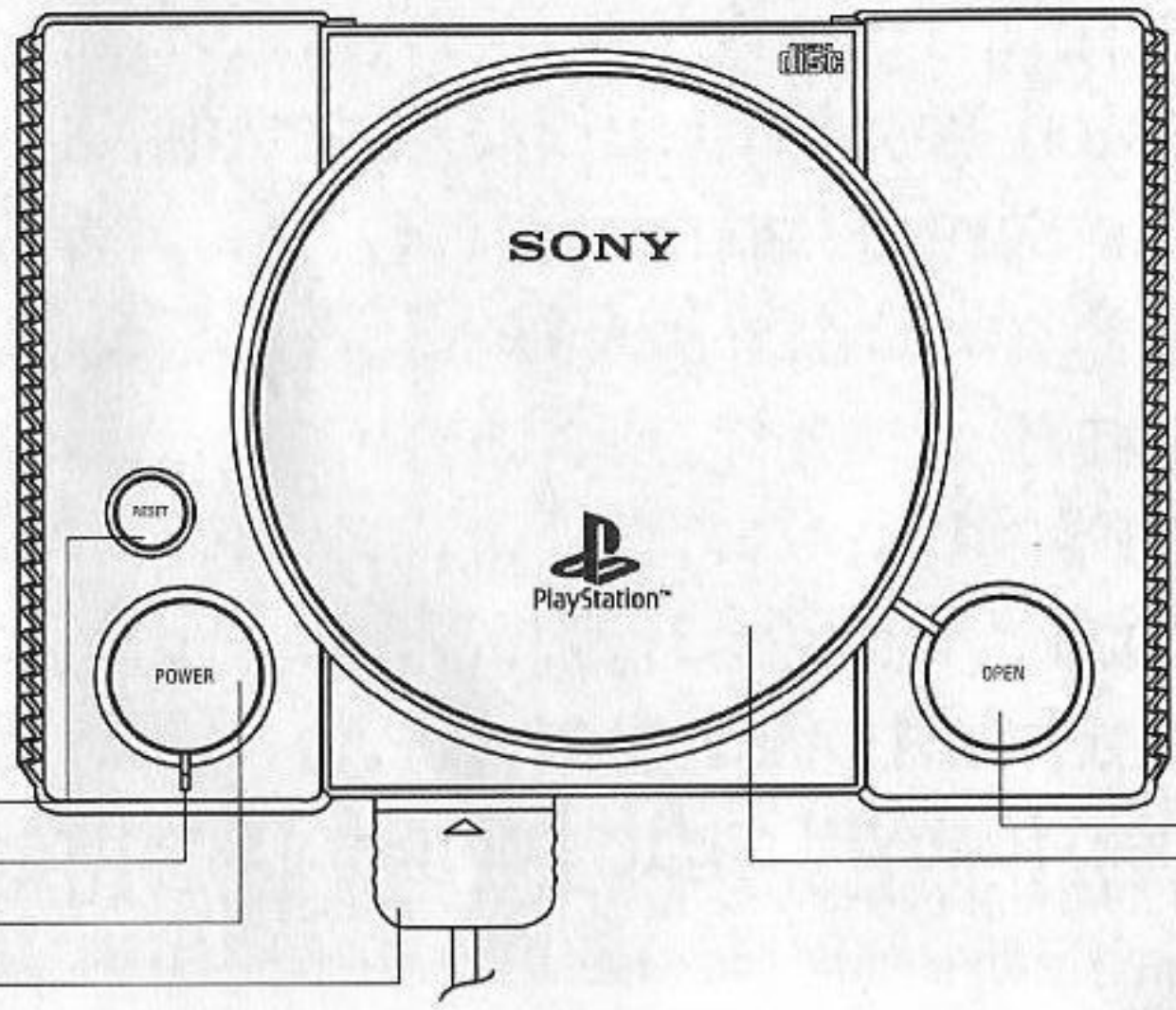
Controls.....2
Mission Dossier and Pre-Briefing.....4
Title Screen Menu.....5
The Bronx Unit: BRAHMA.....6
Command Screen.....9
Item Analysis.....13
Weapon Analysis.....15
Option Unit Analysis.....18
Consolidated Cosmic Marines: Credits.....21

SETTING UP YOUR GAME

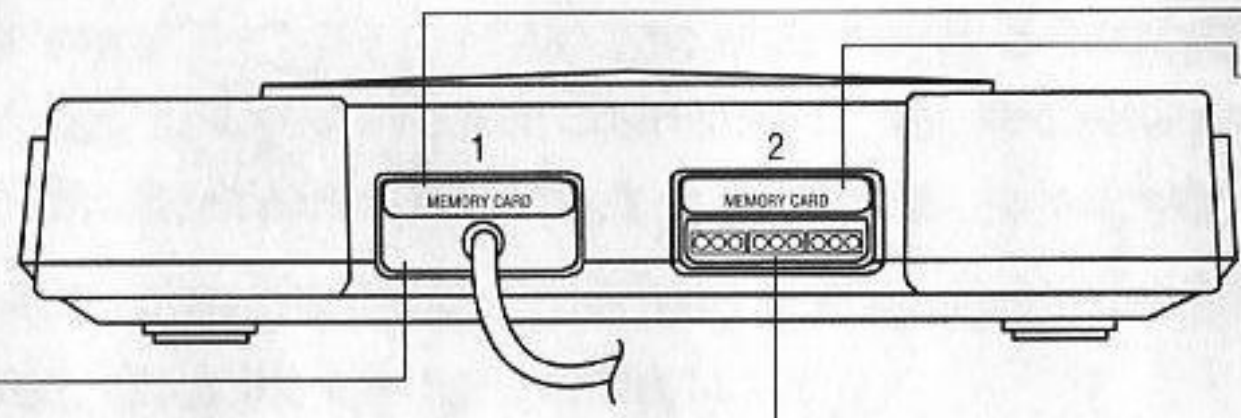
Set up your PlayStation™ game console according to the directions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the BRAHMA Force: The Assault On Beltlogger 9™ disc and close the CD door. Insert game controllers and turn on the PlayStation game console. Follow the on-screen instructions to start a game.

Console

Top View

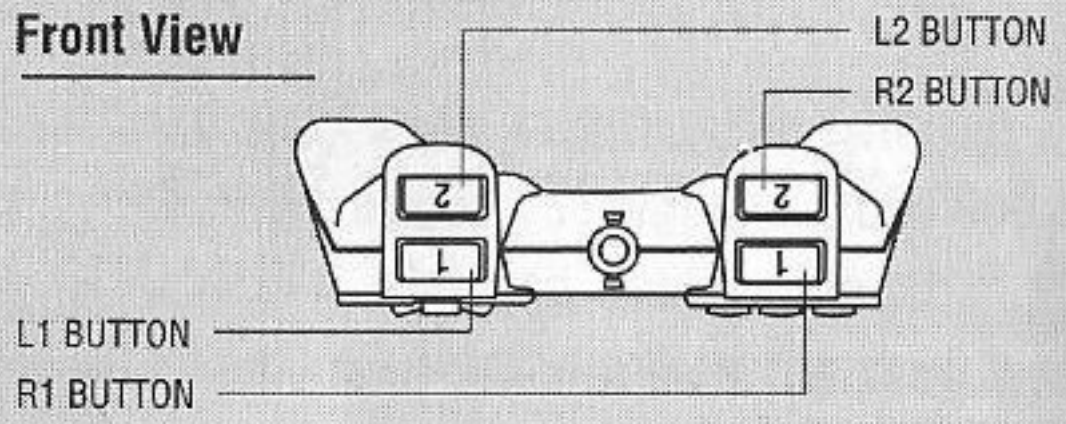


Front View

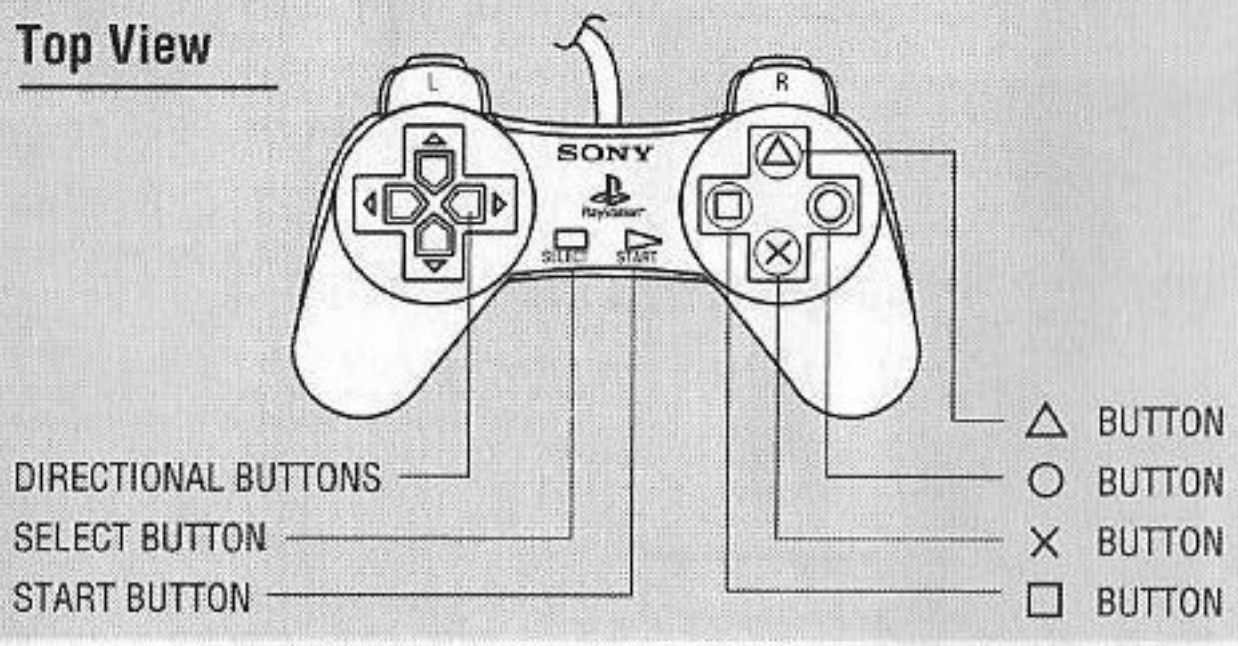


Controller

Front View



Top View



STANDARD MENU CONTROLS

Listed are the basic controls for each of the menus that appear in BRAHMA Force: The Assault on Beltlogger 9.

Directional Buttons – move through selections

X – decision/enter menu

● – cancel decision/return to previous menu

▲ – (when flashing) scroll through additional selections

BRONX UNIT CONTROLS

DIRECTIONAL UP - forward
DIRECTIONAL DOWN - reverse
DIRECTIONAL LEFT - turn left
DIRECTIONAL RIGHT - turn right

X - jump
● - shields
■ - fire
▲ - activate switch/open doors and gates/access terminal

L1/R1 - slide left and right
L2/R2 - look down/up
L2&R2 - center and look forward

START - pause/access command screen
SELECT - weapon class select

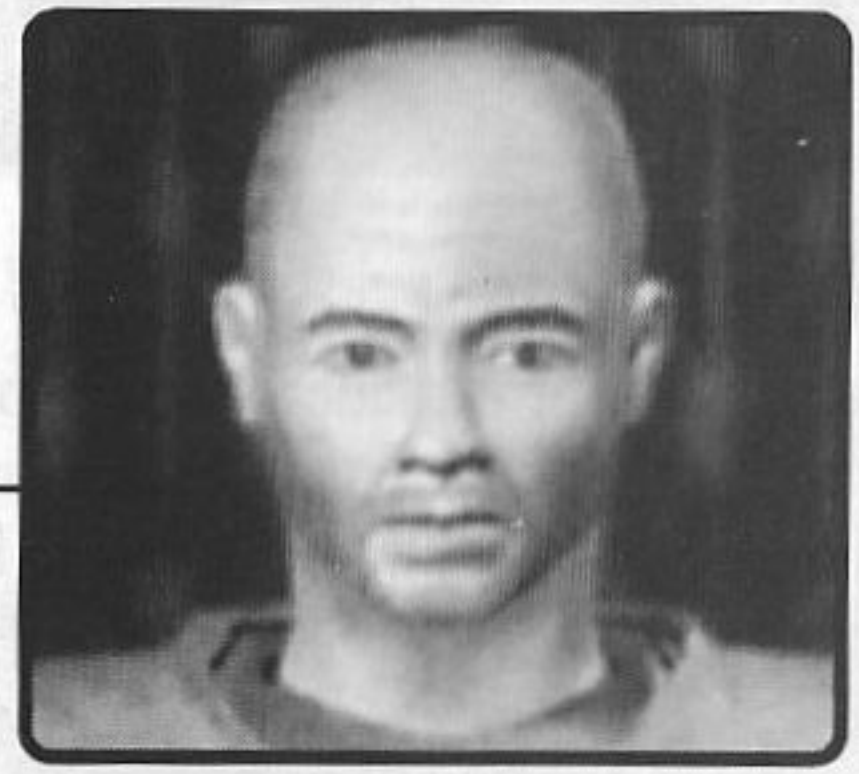
Reset to the Title Screen: Press Start to pause the game. Press Select and an options screen with "CONTINUE" and "QUIT" will appear.
When options appear, select "QUIT", then "YES".

It is a fine line that exists between genius and insanity

2086 AD

The Probe Ship Mina 3 disappears while crossing the Asteroid Belt 4023, just beyond the New Frontier. After receiving a distress signal, Skywatch Rescue subdues and retrieves one survivor, Chief Engineer Richard A. Pickman. The remainder of Mina 3's complement was found brutally murdered. Flight recorders revealed the crew was overcome by hysteria, depression, paranoia, and fear. It was also revealed that Chief Pickman was responsible for more than half of the slayings.

Mission Briefing De-Classified Materials
Richard A. Pickman
Consolidated Command Affairs doc#CA477:
Pickman transcript excerpt



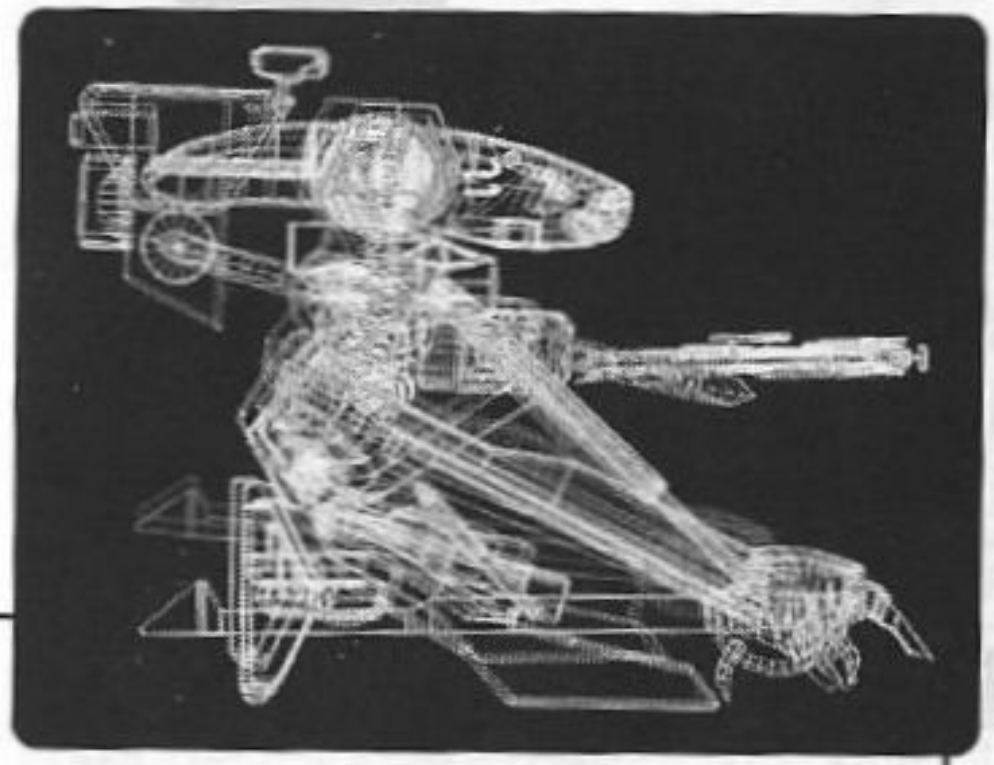
"...don't laugh, listen to me. First I felt this strange feeling, like someone was watching, no staring at me; like someone ripped open the fabric of space and wanted me to do a little dance for him. But then he spoke, at first, just to me. I wanted to release all the suppressed animosity that I had felt building and building. Soon after, others began to feel the same way as I. The release of anger soon became joy. . I have no idea...what caused it....There's only one thing that's for sure, the feeling that I someone is watching me, taunting me..."

2096.10.23

Distress signal transmitted from Beltlogger 9, a resource excavation colony under the jurisdiction of the Cosmic Research Consortium. Cosmic Marine Command dispatches the carrier Seeker along with Taurus and BRAHMA Force squadrons under the code name, Operation: Kingdom. Nine days later, the carrier U.S.S Seeker reached B9. Prior to launch, an unauthorized transmission was received by Captain
Seth "Wrangler" Beckford...

Title Screen Menu

To begin a new game, select Game Start. To continue a saved game from a memory card, select Load Start. Choose Options to configure .

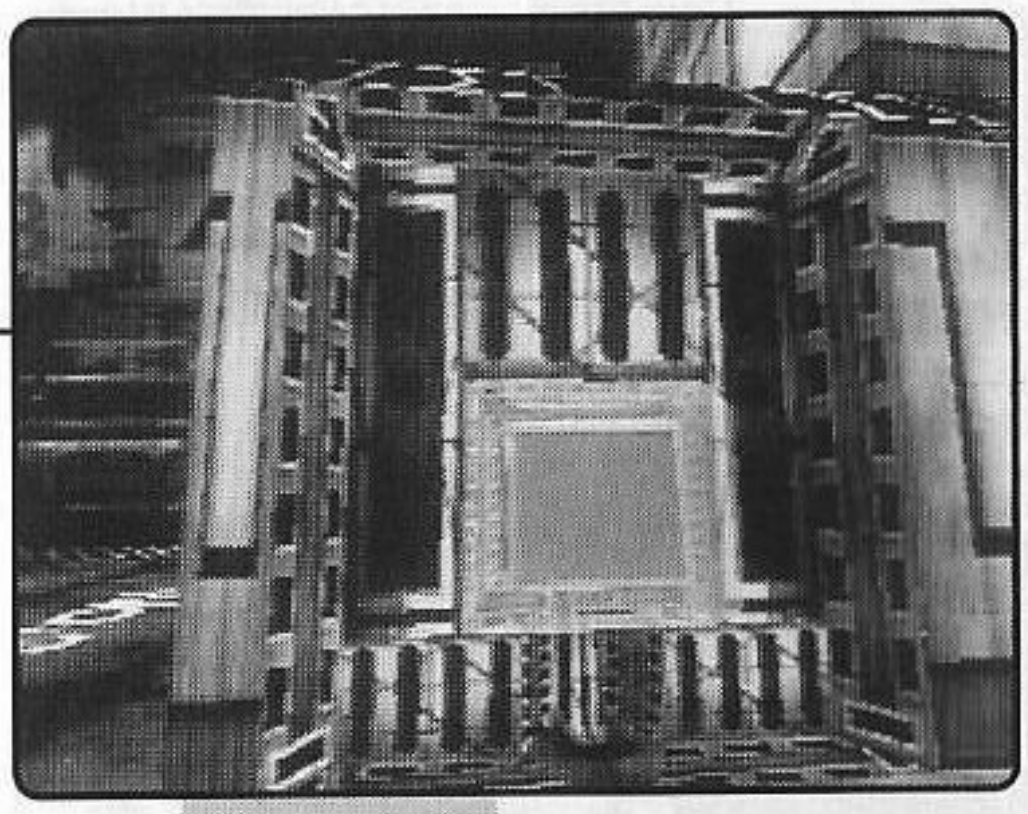


The Bronx Unit: BRAHMA

Developed by Bronx Industries, the Bipedal Robotic Assault Heavy Mechanized Armor or BRAHMA utilizes a Combat refined Heads-Up Display complemented by an onboard navigation system, known as EVE. To custom configure the HUD, see System I Options: The Heads-Up Display.

Navigation System and Heads-Up Display (HUD)

Durability - operational status/armor strength
Option Unit- installed option units
Weapon - weapons array and currently selected weapon
Booster Gauge- jump pressure
Sight - targeting and view area
Altimeter - current altitude
Compass Gauge - geographic heading
GPS - geographic positioning system radar and map
Lock-on - red dot indicates missile locked to target



- Opening doors
- Activating Switches
- Colony Terminals

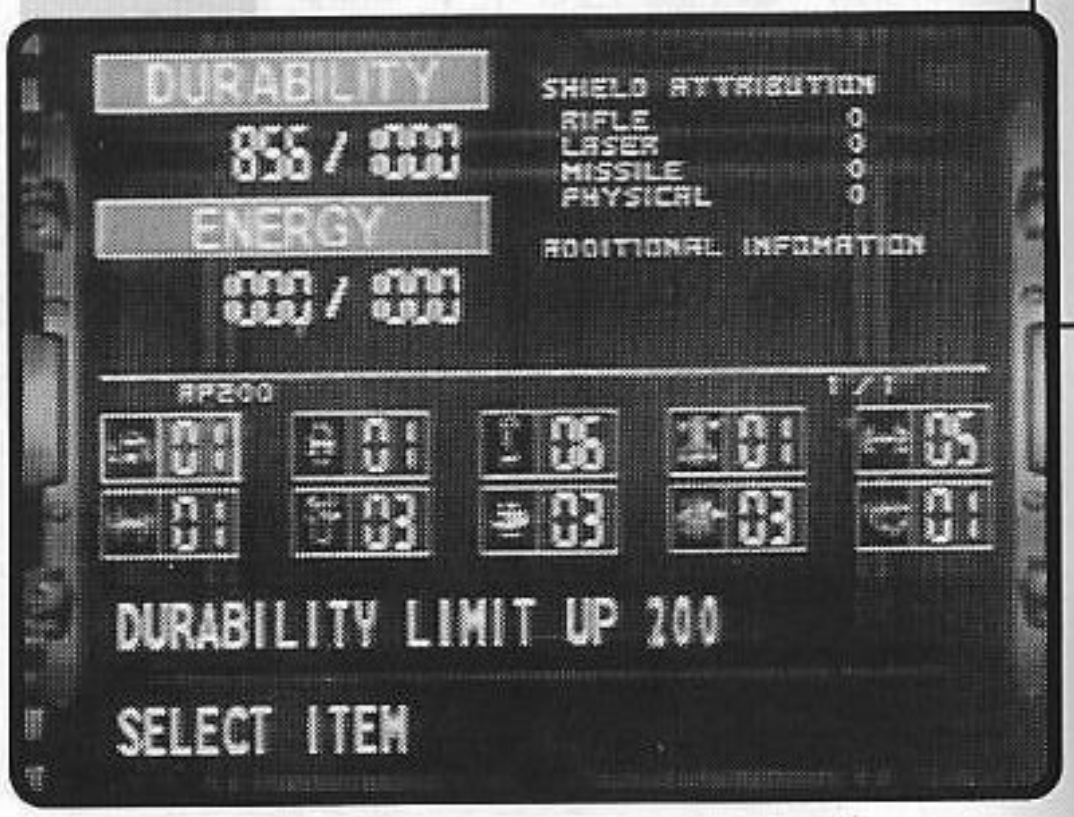
While most doors and gateways can be opened by standing in front of them and pressing the TRIANGLE button, some doors will require the possession of an ID Key Module. Activating switches and accessing colony terminals can be done in the same way, but will not require the use of an ID Key Module.

Save Terminals (Green Colored)

These terminals located throughout the entire Beltlogger 9 facility will allow you to save your game (with a memory card).

Securing and using items

To secure an item, move directly over it. To use an item, access the Command screen and go to the section heading marked Item. Scroll through items using the direction buttons. To select an item, press EKS. More items can be accessed when LI and RI are flashing. Use those buttons to view those items.



Maintaining Durability and Energy Levels

Securing repair, energy and recover modules will allow you to maintain your mech's durability and energy levels throughout your mission.
Repair modules will increase durability.
Energy modules will increase energy.
Recover modules will increase both durability and energy.

Increasing Durability and Energy Limits

Obtain AP-200 and AP-500 units to increase your Bronx unit's durability limit by 200 and 500 units respectively. Secure EC-200 and EC-500 units to increase the energy limit by 200 and 500 units respectively.

Game Over

A game is over upon the completion of your mission or when your durability or energy levels reach zero. If you do not complete your mission, you can start from your most recently saved data. If you do not have a memory card, you will only be able to start a new game at the first level.

Command/Pause Screen

Opened by pressing the START button. The interface to all of your on-board systems is located beyond this screen.

Securing and Using Items

Move directly over an item to secure it. To use an item access the Command screen, select the item and confirm its use by pressing the EKS button. The Item screen provides a detailed inventory of all items currently available as well as your ship's shield attribution, durability and energy levels.

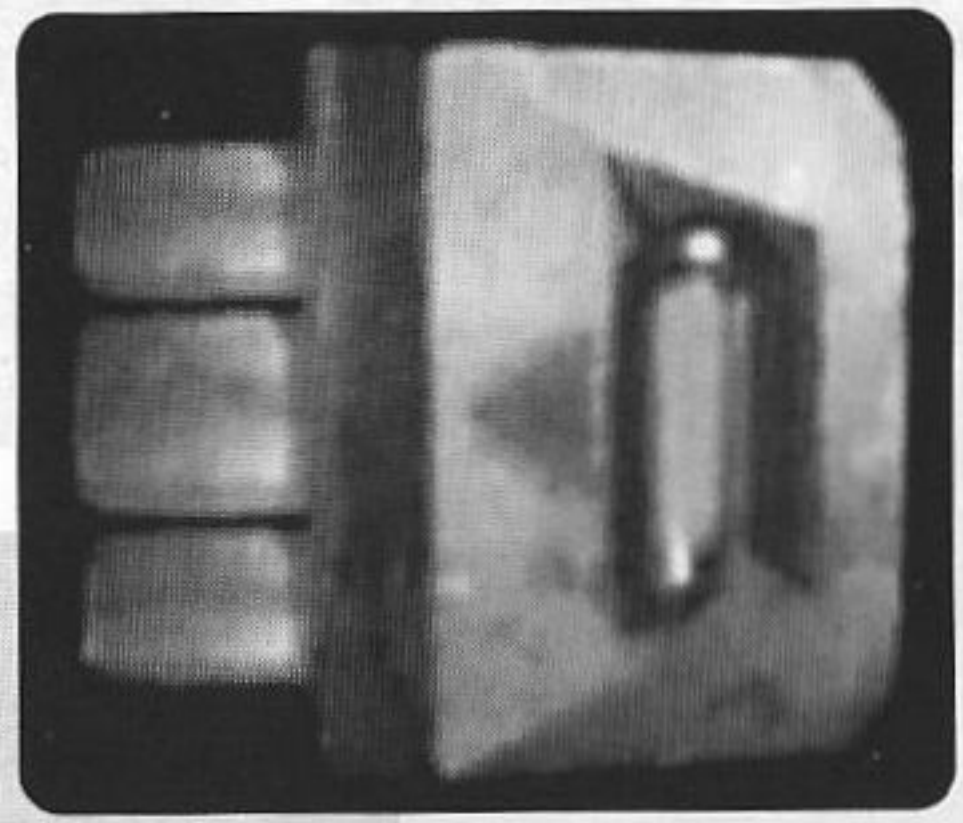
Shield Attribution

Shield Attribution can be configured to repel specific assaults. Any assault or hit which is not a projectile, laser, or missile is classified as a physical assault. To adjust your shield attribution, first obtain a Shield Attribution Power-up unit or SAPU. At the Item screen, select the SAPU and press the EKS button. Use the directional buttons to move the cursor through the attributions field.

A detailed item analysis is contained later in this briefing.

ID Key Modules and Access Codes

Beltlogger 9 is a high-security station. ID Key Modules will be required to access each level of the station. Be sure to locate and secure the key module for each level. Your ship's computer is set to automatically match ID Key Modules with their corresponding doors. The manual override for this feature is located at the System 3 subsection. Access Codes to restricted areas can be found by checking colony terminals.



Records

Record cards are obtained aboard the station or come preinstalled onto the ship's system. Records contain vital information to your survival. To access record card data, go to the Command screen and select Records.

Communications Log

A log of all communications is kept on board the Bronx unit. Access this log at the Command screen, section heading: Log.

Data Load

To load game data, make sure that a memory card (sold separately) is inserted into the PlayStation game console. If more than one memory card is inserted into the console, select a memory card, followed by the data you wish to load.

To save game data, insert a memory card in the PlayStation game console. A Save screen proceeds each completed level. Game save terminals are also located throughout the Beltlogger facility. To save the current mission data, select a memory card and a save space. Press the EKS button to confirm your selection, then follow the on screen prompts.

Weapons

Only one weapon in each class can be on-line. Remaining weapons are off-line, but may be activated at any time. To place a weapon on-line, select the Setting subsection, select a weapon class, finally choose which weapon you want to place on-line. Currently active weapon types, along with their WPA and damage data, appear at the top of the Weapon screen.

Missile and Launcher will fire only when locked to at least one target.

A Weapon Power-up Accelerator or WPA will increase the firepower of any weapon except bombs. A weapon can accommodate a maximum of 30 WPA units. To use a WPA, select the Power-Up subsection at the Weapon screen. Next, select the weapon class and finally the weapon type. Weapons on-line as well as weapons off-line can be powered-up as long as WPA units are available.

An analysis of each weapon is provided later in this briefing.

Option Units

Beltlogger 9's R&D teams were experimenting with custom upgrades for the Bronx system. These Option Units, as R&D likes to refer to them, are located throughout the colony.

A detailed analysis of the option units is provided at the end of this briefing.

Maps

Two map types of the Beltlogger facility can be accessed from on board your mech; the level map and the route map. The level map is a layout of the current level. The route map displays your current location aboard the colony.
At the level map, use the Select button to toggle between a rotating map and a still map. Use the direction buttons to move the map "camera".

System 1 Options: The Heads-Up Display (HUD)

Use the Directional Buttons to place displays on or off line. The GPS Window can show either a radar or a 2D map of the current stage.

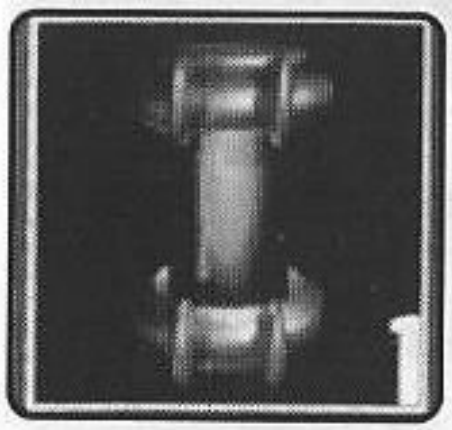
System 2 Options: Controller Configuration

To custom configure your controller, move the cursor using the directional buttons. Select a function using the EKS button. Then select a button for that function by pressing the desired controller button. Default returns the system to the original factory settings.

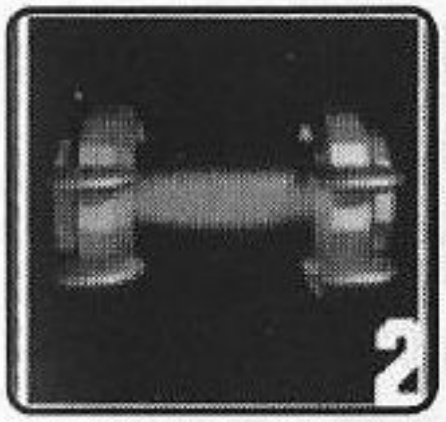
System 3 Options: Sound/Visual Stabilizer/Keys/Auto Visual

Use the directional buttons to adjust sound and more. The Visual Stabilizer steadies the camera image. Item & Key, when set to auto, matches the proper ID Key Module with each door or gateway. The Auto Visual Point System centers the camera view. When on, pressing L2 and R2 simultaneously will show the direct forward view.

Consolidated Cosmic Forces Item Analysis

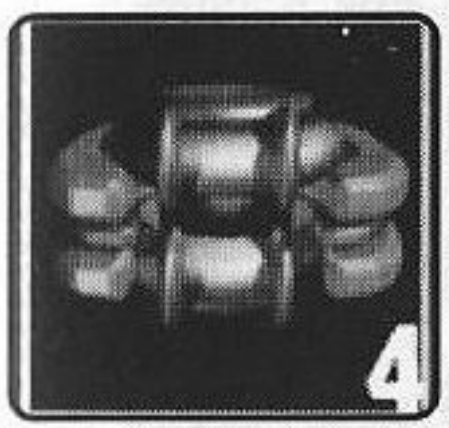


1. **Repair Module. Raises durability by 500 units. High Repair Module increases durability by 1000 units.**

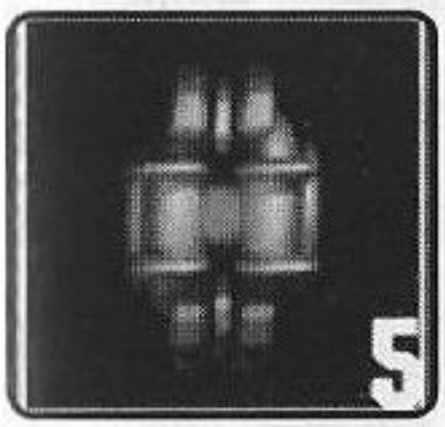


2. Energy Module. Raises energy level by 500 units. High energy modules provide a 1000 unit increase.

3. Full Recover Module. Restores durability and energy levels to 100%.

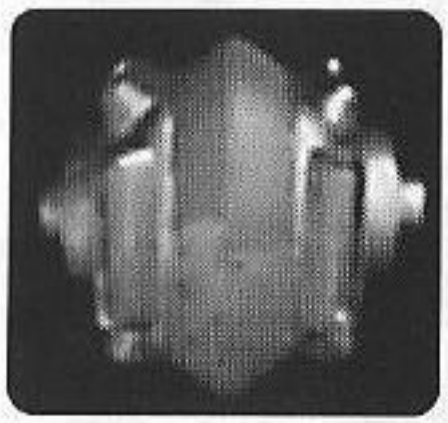


4. AP-200. Increases durability limit by 200 units. The AP-500 raises this limit by 500 units.



5. EC-200. Increases energy limit by 200 units. The EC-500 increases capacity by 500 units.

Utilities



1. Shield Bit. Creates a 10 second shield around the Bronx unit.

2. Star Shell. A Flare.

Explosives, Weapon and Shield Power-ups

Banger. An explosive used to blast through barriers. Detonate by firing upon.

Shield Attribution Power-up (SAPU). Raises shield resistance levels by 5 units.

Weapon Power-up (WPA). Increases the firepower of any weapon except bombs.

Consolidated Cosmic Forces Weapon Analysis

Rifle Class

Unit name: STINGER. Model No. FAL/SA. Standard assault rifle. An older model. Highly commended for handiness and safety since its introduction into the Consolidated Cosmic Force.

Unit name: GREG HASLER 1000. Model No. GH-1000. Named after it's inventor. The gun's barrel is coated with heat dissipating material. Features include light weight, long firing range and rapid fire. Equipped with an enhanced scope for improved targeting.

Unit name GREG HASLER 3000. Model No. GH-3000. A Gatling unit using the gun barrel of GH-1000. It's range and power are inferior to that of the GH-1000, but it compensates for those weaknesses with tremendous speed. The most balanced rifle class unit.

Unit name: TRIPLE BARREL. Model No. TRB-05. Bullets are fired from three barrels simultaneously; damaging the target three times faster than the Stinger. Its targeting speed and range are inferior to the Stinger but power and accuracy are superior.

Unit name: HENSOLT SHOOTER. Model No. HNS008. A rifle class unit reinforced with rapid fire. It's targeting and range are both inferior to the Stinger.

Unit name: RAPID FIRE. Model No. KDT100. The next generation Hensolt Shooter. Experimental. Data Classified.

Laser Class

Unit name: QUARKER. Model No. LAQ-0. Although limited in power, the quarker is the most commonly used laser class weapon. Each Bronx system comes equipped with this unit.

Unit name: PROKION. Model No. L-2. The Prokion utilizes rapid fire discharge providing a greater damage to time ratio than the Quarker, but its range is limited.

Unit name: HADRON. Model No. VKL-HD. Although the Hadron provides a tremendous increase in power over it's predecessors, the unit sacrifices targeting speed and range.

Unit name: SYNWAVE. Model No. LM-5. The twin synergistic laser emissions provide increased

firepower without raising energy consumption levels. The Synwave's targeting and range performance are equivalent to the Quarker.

Unit name: POLAR RAY. Model No. PRL-84. The high emission beam locks-on to enemy targets regardless of the barrel's direction. Its performance far exceeds that of any existing optical weapon.

Unit name: HYDRA. Model No. LHP-0AC. The experimental high-emission beams lock-on up to four independently operating targets regardless of the barrel's direction.

Missile Class

Unit name: DETECTOR. Model No. MDT-96. A homing missile. This weapon may only be fired when a target has been locked.

Unit name: DUAL BUSTER. Model No. DMJ-351. The twin missiles on the dual buster are simultaneously launched against a single target.

Unit name: MOBS. Model No. MOBS4. This model's enhanced intelligence and targeting system will simultaneously target up to four independently operating objects.

Launcher Class

Unit name: TRENCH MORTAR. Model No. HGH55A. An automatic tracking missile.

Unit name: BREAKER. Model No. LBK951. A projectile system which launches a unit with four independent barrels. Each barrel simultaneously discharges a single grenade.

Unit name: MIV. Model No. MIV-4. The MIV's enhanced targeting system tracks up to four independently operating targets.

Option Units

Unit name: ENEMY ANALYZER. Model No. GPS00. Analyzes the status of targeted enemies. marks and displays the durability of the enemy on screen.

Unit name: NIGHT VISION. Model No. RSC-6. Bronx system optical enhancement for low light and low visibility conditions.

Unit name: PIVOT STABILIZER. Model No. PSTB. Reduces shaking during any pivoting movement.

Unit name: S-RANGE RADAR. Model No. RU-S. Alerts the pilot to presence of enemy units. The scanning range is limited, but it can also distinguish enemy types.

Unit name: M-RANGE RADAR. Model No. RU-M. Extended scanning range. Use of this unit may limit the ability of the targeting system to distinguish enemy types.

Unit name: L-RANGE RADAR. Model No. RU-L. This model provides the greatest scanning range among all the radar systems.

Unit name: POWER THYRISTOR. Model No. PTH. Increases the energy conversion efficiency by 66% during shield usage."

Unit name: WE-THYRISTOR. Model No. WE-PTH. Increases energy conversion efficiency by 66% when energy is consumed by laser class weapons.

Unit name: QUICK CHARGER. Model No. QC200. This unit doubles the speed of the battery energy charger.

Unit name: SOLID GEAR. Model No DB-2. It improves the durability of the drive shaft enabling extremely fast bipedal movement.

Mission Assistance

Once in possession of the enemy analyzer, activate it. The value that appear on the heads up display is the enemy's durability level. Use this value to determine which weapon class causes the greatest damage to that particular enemy.

Critical mission information can be found at each of the colony's computer terminals.

A log of all records and communications is kept on board your Bronx unit. Refer to your ship's log to listen to any of your communications.

Sometimes speed isn't the only solution.

If you get disoriented, check the level map accessible from the Command screen.

The Dougen Bomb causes tremendous damage to the Bronx unit. Once activated, move away quickly.

MISSION LOG

MISSION LOG

Genki Co., Ltd. Tokyo, Japan

Executive Producer
Hiroshi Hamagaki

Main Program
Kenji Shimizu

Enemy Program
Yoshimitsu Tamura

Selector Program
Tomokatsu Okamoto

Data Edit
Hiroshi Maruyama

Map Design
Ikue Sakurada
Kentaro Noguchi

Movie Design
Nobuyuki Suzuki
Takahiro Ootsuka
Atsushi Fukuda

Enemy Design
Akiyoshi Nakamura

Movie Composition
Mika Urushiyama
Yoshiyuki Kakuoa
Munetaka Sakamoto

Cockpit Design
Mika Urushiyama

Selector Design
Michito Nishino

Planners
Tomoharu Kimura
Masanobu Fukasawa
Takao Oouchi

Story
Tetsuya Sato

Mech Design
Makoto Kobayashi

Sound Direction
Tomoyuki Hamada

Music
Yuu-ki

Sound Effects
Hiroyuki Hamada

Jaleco Ltd. Tokyo, Japan

President
Yoshiaki Kanazawa

Director of the Overseas Dept.
Osamu Beppu

Director of Consumer Development
Hiroshi Nunokawa

Manager of the Overseas Dept.
Mitsuo Makise

Jaleco USA, Inc. Wheeling, IL

President
Howie Rubin

Executive Vice-President
Haruo Hori

Vice President-Consumer Division
Greg Hasler

Product Manager/English Script
Jarik Sikat

Japanese Language Translation
Yukiko Tanaka

English Audio
Chris Field, Zenith Audio Studios
Chicago

Package Design
Murrie Lienhart Rysner & Associates

This product has been rated by the Entertainment Software Ratings Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1 (800) 771-3772.

JALECO USA, INC. LIMITED WARRANTY

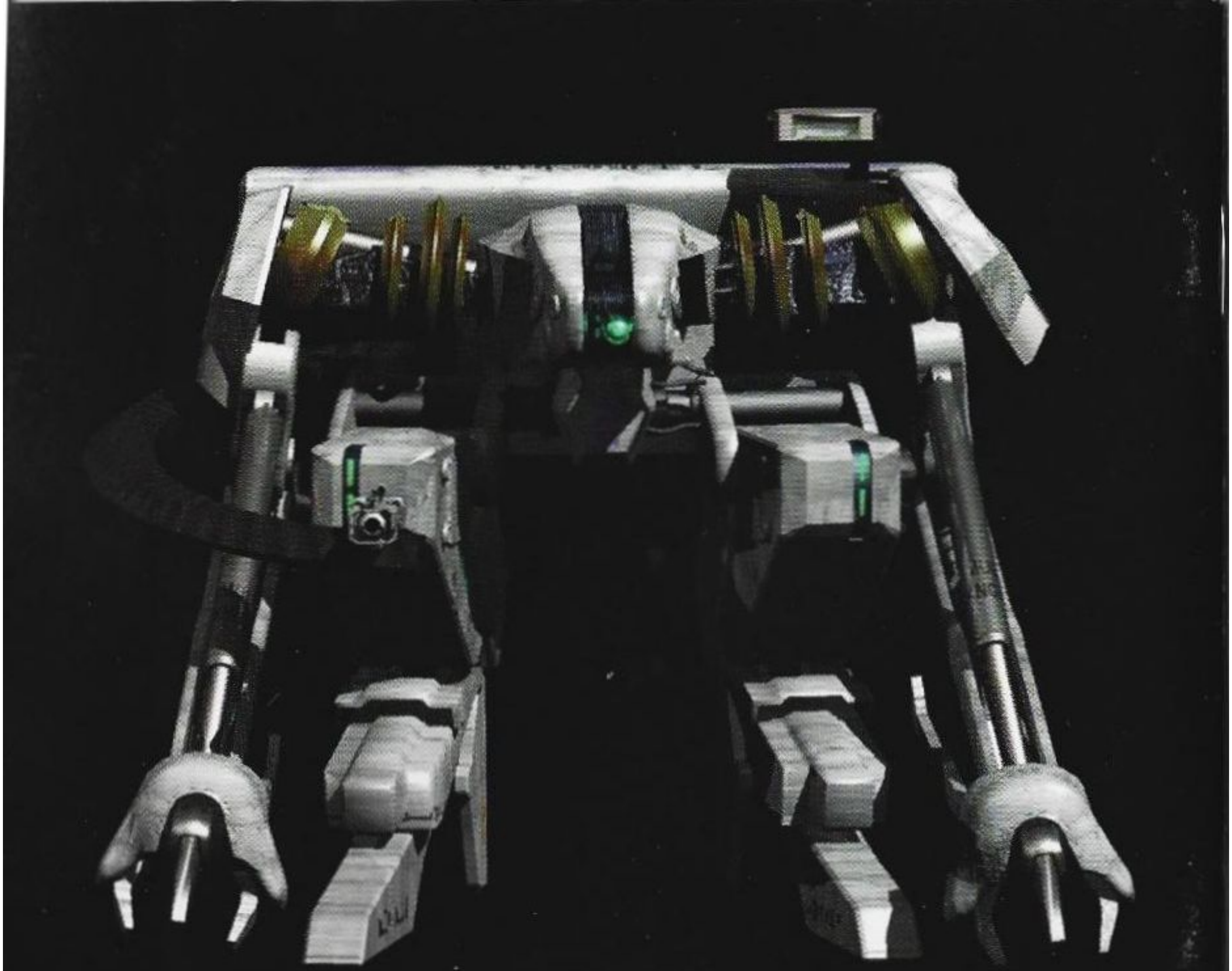
Jaleco USA, Inc. warrants to the original purchaser of this Jaleco software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Jaleco software program is sold "as is" without express or implied warranty of any, and Jaleco is not liable for any losses or damages of any kind resulting from use of this program. Jaleco agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Jaleco software product, postage paid, with proof of date of purchase, at its Factory Service Center.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Jaleco software product has arisen through abuse, unreasonable use, mistreatment, or neglect.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE JALECO. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL JALECO BE LIABLE FOR ANY SPECIAL,INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE, OR MALFUNCTION OF THIS JALECO SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

BRAHMA Force: The Assault on Beltlogger 9 ©1997 GENKI CO., LTD.
Presented by JALECO LTD. Jaleco and the Jaleco logo are trademarks of Jaleco Ltd.
Jaleco USA, Inc., 685 Chaddick Drive, Wheeling, Illinois 60090



BRAHMA Force: The Assault on Beltlogger 9 ©1997 GENKI CO., LTD
Presented by JALECO LTD. Jaleco and the Jaleco logo are trademarks of Jaleco Ltd.
Jaleco USA, Inc. 685 Chaddick Drive, Wheeling, IL 60090
www.jaleco.com
Licensed by Sony Computer Entertainment America for use with the PlayStation game console. PlayStation and the PlayStation logos are trademarks of Sony Computer Entertainment Inc. The ratings icon is a registered trademark of the Interactive Digital Software Association. Manufactured and printed in the U.S.A. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION GAME CONSOLES WITH THE NTSC U/C DESIGNATION. U.S. AND FOREIGN PATENTS PENDING.

PlayStation

JALECO